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ORIGINAL GAME © TOAPLAN Co., Ltd. 1989

EmuMaster

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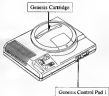
INSTRUCTION MANUAL

Starting Up

1. Set up your Genesis System by following the instructions in your Genesis System Instruction Manual. Plug in Control Pad 1 only.
2. Make sure the power switch is OFF.
3. Insert the Truston Cartridge into the Genesis System Console. With the label facing towards you, press the Cartridge firmly into the Cartridge Slot.
4. Turn the power switch ON. If nothing appears on screen, recheck the Cartridge Insertion.

IMPORTANT: Always make sure the Genesis System is turned OFF before inserting or removing your Genesis Cartridge.

5. Press the Start Button on Control Pad 1



Truxton™

"Tom, we're under attack!"

"That's why I'm here, sir."

"The Gadans came on like bats out of Pluto. Our transport ship, the *Bakery*, didn't have a chance. Now its cargo — our secret weapons — is out there stuck in space. And the Gadans are between it and us. Tom, we've got to stop them! They've got something enormous out there. It fills up the radar screen. We don't know what it is, we can't prepare for it — we don't even know how to fight it!"

"I'll fight it, sir."

"Take the Super Fighter. It's got everything you need — weapons so powerful we've been afraid to use them. You'll blow their boosters off, Tom. You're our only hope! But it's gonna be dangerous."

"I'll risk it, sir. See you back here on Borogo, after I make our planet safe!"



Take Control!

Truxton is a 2 Player game using Control Pad 1. Learn how to use your Control Pad before beginning play.

Control Pad Buttons



D (Directional) Button

- Press right or left to select the Game Difficulty level.
- Press in any direction to maneuver the Super Fighter.

Start Button

- Press to start game.
- Press to bypass the opening sequence.
- Press to pause game. Press again to resume play.

Button A

- Fires single shots with your weapons.

Button B

- Deploys Destroyer Bombs.

Button C

- Rapid-fires your weapons.



Prepare for Battle!

Watch the opening sequence as the Super Fighter battles the Gidan attackers. Then, at the Title screen, press the Start Button. The Game Difficulty Level screen appears. Press the D Button right or left to select a level.

- Easy** The enemy fires a minimum number of offensive shots.
- Normal** The battle heats up to a medium level of action.
- Hard** The enemy attacks from all directions with no let-up.

Pause and Resume Play

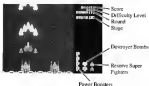
Press the Start Button during a game to pause the action. Press it again to resume play.

Space War!

You are Tom the Bomb! As a fearless ace pilot, you are assigned to fly the Super Fighter against the Gidans. You take off for the far reaches of space. Whatever you find out there is yours to destroy!

You begin your mission with 3 Super Fighters — the one you fly and 2 in reserve. You're armed with unlimited Power Shots. These fire in 3 directions at once, shooting down enemy planes in a wide range. You also have 3 Destroyer Bombs on board.

You are going to face the Gidans in 5 separate battles! Blast them by aiming and pressing Button A for single shots and Button C for rapid fire. Press Button B to drop a Destroyer Bomb (that's how you got your nickname!) and blast everything out of the atmosphere!



NOTE: The Difficulty Level appears only at the Easy and Hard levels.

Survival!

During battle you will be hit by enemy fire. After you take a number of hits your Super Fighter explodes. You can continue the battle as long as you have Super Fighters in reserve. With each new Super Fighter, your weapons reset to Power Shots and 3 Destroyer Bombs.

You gain an extra Super Fighter when your score reaches 70,000 points, 270,000 points, and every 200,000 points after that. You can also gain an extra Super Fighter by flying over these items:



You gain 1 extra Super Fighter

You gain 2 extra Super Fighters



NOTE: The screen shows up to 10 reserve Super Fighters, but you can have more than that remaining.

Your Weapons

Boron energy weapons are scattered in space. When you sight a weapon, fly over it to take it on board as your current weapon. Gadans also carry weapons that they surrender when destroyed.



Power Shots (Red) Fires a fan of bullets.



Truston Beam (Green) Slashes through the enemy and destroys everything behind it as well. Very effective against large attackers.



Thunder Laser (Blue) Locks onto the enemy and chases it down.



Destroyer Bomb Blasts every enemy in sight and melts their bullets. Destroys small Gadans, and cripples large attackers and Monster Powers so you can destroy them with other weapons.



Power Booster Increases your weapon's strength. You begin your mission at Power 1. Gain 5 Boosters to ramp up to Power 2. Get 10 Boosters to reach Power 3. Pick up all the Power Boosters you can and keep them in reserve. When your Super Fighter is destroyed at Power 2 you lose 5 Power Boosters. At Power 3 you lose 10 Boosters.



Power Shots

- Power 1: Shoots in 3 directions.
- Power 2: Shoots in 5 directions.
- Power 3: Deploys support ships that fire the Rainbow Circle Shot to protect you in all directions at once.

Truston Beam

- Power 1: 1 beam at a time.
- Power 2: 3 beams in succession.
- Power 3: 5 beams in succession.

Thunder Laser

- Power 1: 1 laser at a time.
- Power 2: 3 lasers in succession.
- Power 3: 5 lasers in succession.



Speed Booster Each one increases your speed until you reach a maximum of 5 times your original speed. At maximum speed, these items are worth 5,000 points when you pick them up.

Asteroid Fortresses

You battle the enemy in space above 8 different asteroids. As you destroy each asteroid, a more powerful one appears:

Blue Asteroid Gives you a taste of what's to come. Destroy the Bordan Head for a surprise!

Yellow Asteroid Now that you've warmed up, the danger increases! Betangs spew lethal acid when hit.



Red Asteroid This huge rock is armed with the J-Tank.

Orchid Asteroid The enemy attacks with fury.



Purple Asteroid The Galaxo bring in their giant Badron to knock you out!

Poison Asteroid Don't linger in the atmosphere of this deadly base.

Galaxy Pool Asteroid The towering Gurus dominate the enemy attack. The incredible Dexam takes over between two asteroids.

Magman Asteroid Defeat the Dogurva in your final and most difficult battle.



Continue Game Screen

When you lose all your Super Fighters, the battle ends and the Title screen appears. It shows the words "Continue" and "Credit," and begins a countdown starting with 9.

Credit tells you how many times you can continue the game, depending on your Game Difficulty Level.

Easy	Free play (unlimited chances to continue play)
Normal	6 chances to continue play.
Hard	3 chances to continue play.

To continue, press the Start Button before the countdown reaches 0. The war resumes at the last battle you fought. Your score is reset to 0 but you keep all Power Boosters you had when the battle ended.

At the Normal and Hard levels, every time you continue play your Credit number decreases by 1.

Scoring

You face the enemy in 8 different battles. The more destructive you are, the more points you earn. When you finally destroy all troops in a battle, the Monster Power appears. Destroy it or you can't go on!

Midget Enemies and Weapons

Mini-Cannons, Turret Guns, and Anti-Aircraft Guns.....	100 to 150 points each
Fighters, Rogus Guns, Homing Tanks, Lasers, Attack Craft, Machine Room, Spinners, Ball Cannons, Mine Cannons, and Shutter Guns.....	200 to 250 points each
Stopam Assault Craft, Small Beams, Vacuum Lasers, Diagonal Shooters, and Droid Links.....	300 to 350 points each
Meteorites, Meteors, and Linked Droid.....	400 to 500 points each
Bordan Head and Pakupu Pursuit Craft.....	1,000 points each
Bordan Storehouse and Roller Tank.....	1,500 points each
Bullet-Spraying Attack Craft.....	2,500 points each

Large Enemies and Weapons

Capulsated Gun Ships	1,700 points each
Zans	2,000 points each
Garun Mother Ships	2,500 points each
Tigers	2,800 points each
Large Acid-Spewing Berangs	2,500 points each
Twin Gagas	3,000 points each
Looping Energy Buoys	2,000 points each
No Catch 'Em Bubas	3,500 points each
Blows	3,800 points each
Spinner Escape Hatches	100,000 points each
Bullet-Spraying Rooms	10,000 points each

Monster Powers

Battle 1: J-Tank	25,000 points
Battle 2: Badron	30,000 points
Battle 3: Dowam	35,000 points
Battle 4: Gurus	40,000 points
Battle 5: Doguerra	50,000 points



Staying Alive!

- Study your assailants' attack patterns so you can get a jump on them.
- Get the feel of your weapons so you'll know in a split second which one to use in a certain battle situation.
- Watch all around you for incoming attackers. Your enemies will try every trick they can think of, including sneaking up from behind.
- Learn the weak spots of your assailants, especially the Monster Powers. Then defeat them by attacking where it hurts most.
- Each type of building can only be destroyed by a certain weapon. Figure out which weapon destroys each building, then make sure you have that weapon in hand for effective combat.



Scorebook

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Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

1-800-USA-SEGA

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranty.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.